IMAGIC

NO ESCAPE!

GAME PROGRAM INSTRUCTIONS

Jason has taken the Golden Fleece! The gods of Olympus are not pleased. They wish to test this proud mortal. Jason wakes to find himself imprisoned in the Temple of Aphrodite! Frenzied Furies flash overhead. Armed only with stones he finds on the Temple floor, the resourceful Jason must pit his wiles against these cunning menaces!

EmuMovies

The gods think Jason is doomed. But Aphrodite dislikes having her sacred Temple used as a prison. She secretly aids Jason by giving him great strength. Each stone Jason throws can now reach the roof of the Temple and knock a brick free. These sacred bricks destroy any Fury they strike!

"But beware, proud mortal!" the goddess warns. "Should your aim fail and a stone strike a Fury directly, he will divide and become doubly dangerous!"

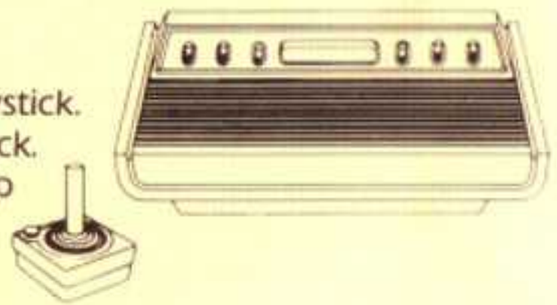
GAME OBJECTIVE

- Throw stones at the Temple roof so that sacred bricks fall on the Furies. If a stone strikes a Fury, the Fury multiplies!
- Avoid the Furies' fire – and falling bricks – or Jason will lose a life.
- Keep an eye on Jason's Lifeline – when it turns black, the game ends!
- Destroy all the Furies, then move into the next Temple.

NO ESCAPE! IS A 1 OR 2-PLAYER GAME

GETTING STARTED

- Insert cartridge and turn power **on.**
- Flip Game Select Lever to choose one of 8 NO ESCAPE! games.
  - Game number appears at bottom of screen.
- To begin action:
  - Flip Game Reset Lever OR
  - press red firing button on joystick.
- 1-Player versions: use left joystick.
- To pause action at any time: Flip Black/White-Color Lever to opposite position.
  - Furies stop firing.
- Action resumes when Jason casts the next stone.
- Difficulty Levers: see "Lives and Lifelines."



A STONE'S THROW

Only Jason's stones can free a sacred brick from the roof of the Temple. And only a sacred brick can destroy a Fury. Remember: If a stone strikes a Fury, the Fury multiplies!

- Jason stands still and flings a stone: it goes straight up.
- Jason moves and throws: the stone curves in the direction he moves.
  - The farther Jason moves before firing, the more curve he applies to the stone.
- A stone destroys any falling sacred brick it hits.
- Stones pass through any gaps in the Temple roof.
- Don't waste shots! The fewer stones Jason throws, the higher your score! (See "Scoring.")

LIVES AND LIFELINES

- Jason begins his trial with 4 lives.
  - His Lifeline appears half gold, half black.

- Jason can gain a bonus life at the end of each wave of attack, to a maximum of 8.
  - Set Difficulty Lever to:
    - B (Basic): Jason gains a life if he survives a wave.
    - A (Advanced): Jason gains a life if he survives a wave without being hit.
    - 1-Player: set Left Difficulty Lever.
    - 2-Player: set both Difficulty Levers: Left for player using left joystick, right for the right joystick.
    - Even up the odds between players of varying skill!
      - Expert players set their Difficulty Lever to A.
      - Beginners set their Difficulty Lever to B.
- Jason loses a life whenever he is:
  - hit by a Fury's fire OR
  - crushed by a falling brick.
- Jason loses a life: his Lifeline shrinks.
- Jason's lifeline turns solid black: game ends.
- If Jason knocks down all the bricks, he has nothing more to use against the Furies. Reset and play again.

When Aphrodite's Temple dissolves, winged Pegasus appears and carries the noble Jason into the skies. For another adventure with Jason and the Furies, start a new game.

GAME VARIATIONS

1-Player Games

Games 1, 3, 5 and 7 pit Jason against progressively more difficult waves of Furies – the higher the game number, the greater the challenge! As wave after wave of Furies attack, they become increasingly devious. Some chase Jason's stones so that they can multiply. Others sense Jason's presence, tipped off by every stone he throws. The more stones Jason flings, the more accurate the Furies' shots become! This hero has his work cut out for him!

2-Player Games

Games 2, 4, 6 and 8 make you match wits with more than frantic Furies!

Each Player:

- takes on similar waves of Furies
- has own Lifeline
- registers an independent score
  - left player's Lifeline and Score: Gold
  - right player's Lifeline and Score: Blue
- Play alternates between players at the end of each wave.
- If both players survive the assault, they proceed to the next wave.
- Should one player lose all of Jason's lives, the other continues on to succeeding waves of Furies.
- Both players' scores show at game's end, keyed to Lifeline/Score color.

SCORING

- Earn 2 points for each Fury you destroy.
- Earn 5 points for each brick left untouched in the Temple roof.
- Players who make every shot count can also earn BONUS POINTS. Bonus points are automatically calculated for you at the end of each wave – if Jason survives!

Here's how it works:

- If every stone Jason throws in waves 1 and 2 loosens a brick and destroys a Fury, you'll earn 99 points over and above the 5 points you've scored for each brick that remains in the Temple roof.
- As "NO ESCAPE!" increases in difficulty, so do your bonus point awards!

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Game Program designed by Michael Greene
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